# ANFERNEE LAI

GAME DESIGNER AND TECH ARTIST

San Francisco, California

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## EXPERIENCE

**EDVENTURE MORE** **June 2021 - August 2021**

*Tech Instructor*

• Engaged students in 3D modeling, Scratch game design, and Stop Motion animations
• Modified curriculum to create a more positive and collaborative learning environment

**UCSC DINING SERVICES** **2019 - 2020**

*Server, Front of the House*

• Managed cash register to swipe in customers and handled transactions
• Prepared food with chefs for student, family and faculty customers
• Trained and prepared new student workers for their new roles

## VOLUNTEER

**BAYANIHAN AT UNIVERSITY OF CALIFORNIA, SANTA CRUZ** **2020 - 2021**

*Pilipino Cultural Celebration Co-Chair*

• Created digital production consisting of over 40 students to celebrate 30th
   year milestone with theater, acapella, and dance
• Outreached and interviewed 21 organization alumni to develop a video series
   based on their experiences, stories, and views on legacy

## PROJECTS

**HOMERUN MIKO** **September 2020 - Present**

• Leading programming department meetings and maintaining Github repository
• Communicating with other departments and providing feedback on assets
• Programming all animations, sound effects, music, and UI elements as the Tech Artist

**PATCHWORK HARMONY** **June 2019**

• Wrote and storyboarded all the narrative beats and story elements
• Designed the puzzle, levels, and prototyped core platforming mechanic

## EDUCATION

**BS COMPUTER SCIENCE GAME DESIGN** **2017 - 2021**

**University of California, Santa Cruz**

GPA: 3.70

Dean's Honors

## TECHNICAL SKILLS

| | |
|---|---|
| Java | Unity |
| Javascript | Phaser |
| C | Premiere Pro |
| C# | Illustrator |
| HTML/CSS | Reaper |

## SOCIAL MEDIA

in linkedin.com/in/anfernee-lai

🕹 anfernee.itch.io/

github.com/AnferneeLai